## ROSE-HULMAN INSTITUTE OF TECHNOLOGY

## Department of Mechanical Engineering

ME 123

Computer Programming

## **Exercises for Day 32**

<u>Exercise 1</u>. Plot the function  $y = 1 - x^2$  for values of x from 0 to 2 by steps of 0.1. Using a tolerance of 0.01 with a for loop, find the x value at which the function is closest to 0.5. Add a circle marker at that point on the curve. Give the plot good labels, a legend, and a title.

<u>Exercise 2</u>. Plot the function  $y_1 = 1 - x^2$  for values of x from 0 to 2 by steps of 0.001. Plot the function  $y_2 = x$  for values of x from 0 to 2 by steps of 0.001 on the same axes. Using a tolerance of 1.0e-04 with a for loop, find where the two curves intersect. Add a circle marker at that point. Give the plot good labels, a legend, and a title.

**Exercise 3**. Repeat Exercise 2, but this time use the find command instead of a for loop.

<u>Exercise 4</u>. Plot the function  $y = 1 + x - x^2$  for values of x from 0 to 2 by steps of 0.001. Find the maximum value of the curve and it's x-value, and add a circle marker at that point. Give the plot good labels, a legend, and a title.